



Hillyard Tip-Off is the gym finish you can trust to deliver unsurpassed ease of application, fast. With Tip-Off, there's no mixing, no stirring or complicated application. Instead Tip-Off provides a quick, beautiful, water-based solution to wood gym floor care.

Features & Benefits

No mixing, stirring or complicated application.

Recoating in only 4 hours reduces down time.

Low VOC and odor.

Item Number & Unit of Measure

| Item Number | HIL0028206 |
|-----------------|--------------|
| Unit of Measure | 1 gal Bottle |

Specifications

| Color | White |
|----------------------|-------------------|
| Appearance | Viscous emulsion |
| Fragrance | Non-Objectionable |
| Formula Type | Liquid |
| Dilution Ratio | RTU |
| PH | 8.00 - 9.00 |
| Non-Volatile Matter | 32.0% |
| Solids Content | 32.0% |
| Coverage SqFt/Gallon | 500-700 |
| Dry Time (hrs.) | 4 |

| Sheen | Gloss |
|--------------|-------|
| UL Certified | Yes |

Safety

See safety datasheet (if applicable) and product label for safety information, handling and proper use.

Directions for Use

Preparation: New or freshly sanded wood: Tip- Off may be used as a stand-alone seal and finish. Use Court Guard [®] if an alternative water-based seal is desired. Proper floor preparation and adherence to label directions are critical for successful results. After the floor has been properly sanded and screened, sweep and vacuum the floor until the surface and seams are free of sanding dust and debris. Tack the floor with terry cloth towels dampened with Kleen-Up Solvent ® and allow the floor to dry at least 1 hour. FLOOR MUST BE CLEAN AND DRY. Dry floor preparation on newer floors: Pre-clean the floor using Pre-Game ® or Tack-it ® to remove surface soils. DO NOT FLOOD THE FLOOR. Allow the floor to dry 1 hour. Dry abrade using 3M Surface Preparation Pads (SPP) (250-500 ft 2 per side). Use dust containment precautions and dust masks when dry abrading the floor. Be sure to sweep, vacuum and tack the floor until it is completely dust free after abrading. Tack the floor with terry cloth towels dampened with Pre-Game or Tack-It. Allow floor to dry at least 30 minutes. Tack floor a final time using cleaning cloth CHI214 to remove fine dust particles before applying finish. Scrub and recoat (Pre-Game and SPP procedure): The floor may be scrubbed and coated the same day. Work small areas. DO NOT FLOOD THE FLOOR. Scrub with Pre-Game using 3M SPP (250-500 ft 2 per side). Pick up scrubbing solution with an autoscrubber or wet vacuum. Autoscrub or tack the floor with terry cloth towels dampened with Tack-It or Pre-Game. Allow floor to dry at least 1 hour. Tack floor a final time using cleaning cloth CHI214 to remove fine dust particles before applying finish. **Application:** Before applying Tip-Off, tack the floor a final time with cleaning cloth

Tip-Off® Gym Finish (continued)



CHI214. Apply at a coverage rate of 500-700 ft 2 /gal using an approved applicator (see below). Two coats of Tip-Off are recommended for recoating floors when prepared using 3M SPP preparation methods and four coats are recommended if product is used as a seal and finish for new or freshly sanded floors. Avoid leaving puddles of finish on the floor. Allow first coat to dry at least 4 hours. Abrading between coats is not required unless finish has dried for 24 hours or longer. If Tip-Off dries longer than 24 hours, abrade with Hillyard Maroon Pads (250 ft 2 per side) and tack with Tack-It or Pre-Game. If Tip-Off dries longer than 48 hours, abrade with SPP (250 ft 2 per side). Apply the second coat of Tip-Off in the same manner as the first. When using as a seal on new or freshly sanded wood floors, abrasion between the 1 st and 2 nd coats of seal is not necessary, if coated within 24 hours. For best results and to ensure a smooth surface with minimal grain raise, abrade 1 st coat of seal with 3M SPP (250-500 ft2 per side) or 120 grit screen discs (250 ft2 per side) to remove grain raise. Before applying game lines or finish coats, abrade entire floor with Hillyard Maroon Pads (250 ft 2 per side). Tack the floor with towels dampened with Tack-It or Pre-Game. Allow floor to dry 1 hour. Tape and apply game lines using Hillyard approved paint. (Be sure to check local VOC laws when selecting Hillyard approved paint options.) Allow paint to dry 24 hours. Once the paint has dried, abrade the entire floor using Hillyard Maroon Pads (250 ft2 per side). The paint must be abraded using Hillyard Maroon Pads to ensure proper adhesion between the finish and paint. Once the paint and floor have been abraded, tack the entire floor with Tack-It or Pre-Game to remove all dust and debris. Apply finish coats as described above. Note: Test light colored or white stained floors for compatibility before applying Tip-Off. NOTE: Turn on the exhaust system 1-2 hours after each application of Tip-Off. If after abrading, the floor sits for longer than 24 hours before being coated, re-abrade and tack before applying additional finish coats to prevent peeling from

occurring. Under normal drying conditions, allow the floor to cure 72 hours before opening to light traffic; allow one week before scheduling normal activities. Clean-Up: Use warm water to clean application equipment. Approved Applicators: Hillyard Multi-Flo ® XP and lightweight T-Bar with synthetic pad. Important: Prior to recoating, if game lines need to be touched up, use Hillyard approved paint, following label directions. Worn areas should be patched in with Tip-Off prior to recoating the entire floor. NOTE: For wood substrates only. **NOTE:** Best results are obtained with adequate ventilation and floor temperatures above 60°F (16°C). Temperature and humidity affect curing properties; low humidity may cause the coating to dry too quickly. Floor temperature should be between 60°F and 95°F. During the drying process, avoid direct drafts on floor. Do not use cleaners on Tip-Off until coating has cured one week. Keep container closed when not in use. Do not pour unused finish back into container. On newer floors be cautious not to flood expansion joints with excess seal and finish.